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**Results 1 - 20 of 29        short listing**

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**1    On the packet interleaved interface between packet switched        100%**
network and computers
Toshihiko Nakajo , Tetsuo Nagata , Hirotaro Ohba , Yutaka Yoshida
Proceedings of the third data communications symposium on Data
networks : Analysis and design January 1973
> This paper describes a study of transmission control procedure for
> computer to computer and computer to terminal communication
> through a public packet switched network. Four types of basic
> data link are defined over a packet travel path in the network,
> and the functions required for the data link are discussed. By
> applying the result of the discussion and introducing the concept
> of a process number, a transmission control method and call
> control signalling method betwe ...

**2    Networks: A network-failure-tolerant message-passing system    100%**
for terascale clusters
Richard L. Graham , Sung-Eun Choi , David J. Daniel , Nehal N. Desai
, Ronald G. Minnich , Craig E. Rasmussen , L. Dean Risinger , Mitchel
W. Sukalski
Proceedings of the 16th international conference on Supercomputing
June 2002
> The Los Alamos Message Passing Interface (LA-MPI) is an
> end-to-end network-failure-tolerant message-passing system
> designed for terascale clusters. LA-MPI is a standard-compliant

implementation of MPI designed to tolerate network-related failures including I/O bus errors, network card errors, and wire-transmission errors. This paper details the distinguishing features of LA-MPI, including support for concurrent use of multiple types of network interface, and reliable message transmission utilizi ...

**3** Route packets, net wires: on-chip inteconnectoin networks	100%
William J. Dally , Brian Towles
Proceedings of the 38th conference on Design automation June 2001
Using on-chip interconnection networks in place of ad-hoc glo-bal wiring structures the top level wires on a chip and facilitates modular design. With this approach, system modules (processors, memories, peripherals, etc...) communicate by sending packets to one another over the network. The structured network wiring gives well-controlled electrical parameters that eliminate timing iterations and enable the use of high-performance circuits to reduce latency and increase bandwidth. The ar ...

**4** Is paper safer? The role of paper flight strips in air traffic	100%
control
Wendy E. MacKay
ACM Transactions on Computer-Human Interaction (TOCHI)
December 1999
Volume 6 Issue 4
Air traffic control is a complex, safety-critical activity, with well-established and successful work practices. Yet many attempts to automate the existing system have failed because controllers remain attached to a key work artifact: the paper flight strip. This article describes a four-month intensive study of a team of Paris en-route controllers in order to understand their use of paper flight strips. The article also describes a comparison study of eight different control rooms in Franc ...

**5** An architecture for packet-striping protocols	100%
Adiseshu Hari , George Varghese , Guru Parulkar
ACM Transactions on Computer Systems (TOCS) November 1999
Volume 17 Issue 4
Link-striping algorithms are often used to overcome transmission bottlenecks in computer networks. Traditional striping algorithms suffer from two major disadvantages. They provide inadequate load sharing in the presence of variable-length packets, and may result in non-FIFO delivery of data. We describe a new family of link-striping algorithms that solves both problems. Our scheme applies to any layer that can provide multiple FIFO channels. We

deal with variable-sized packets by showing h ...

**6** Experiments with Prolog design descriptions and tools in                    100%
CAEDE: an iconic design environment for mutltitasking,
embedded systems
R. J. A. Buhr , C. M. Woodside , G. M. Karam , K. Van Der Loo , D. G.
Lewis
Proceedings of the 8th international conference on Software
engineering August 1985

> We report on experiments with Prolog design descriptions and
> tools in CAEDE (Carleton Embedded System Design Environment),
> an experimental, iconic design environment for multitasking,
> embedded systems. The philosophy of CAEDE is to enter
> structural and temporal design information iconically, via a
> graphics interface, to serve as the basis for design analysis and
> skeleton code generation, and then to enter, under control of the
> iconic interface, program &ldquo;strips&rdquo; to fill in the fu ...

**7** Neon: a single-chip 3D workstation graphics accelerator                    100%
Joel McCormack , Robert McNamara , Christopher Gianos , Larry
Seiler , Norman P. Jouppi , Ken Correll
Proceedings of the 1998 EUROGRAPHICS/SIGGRAPH workshop on
Graphics hardware August 1998

**8** Analysis of interleaved storage via a constant-service queuing                    100%
system with Markov-chain-driven input
Micha Hofri
Journal of the ACM (JACM) June 1984
Volume 31 Issue 3

**9** A reliable and scalable striping protocol                    100%
Hari Adiseshu , Guru Parulkar , George Varghese
ACM SIGCOMM Computer Communication Review , Conference
proceedings on Applications, technologies, architectures, and
protocols for computer communications August 1996
Volume 26 Issue 4

> Link striping algorithms are often used to overcome transmission
> bottlenecks in computer networks. Traditional striping algorithms
> suffer from two major disadvantages. They provide inadequate
> load sharing in the presence of variable length packets, and may
> result in non-FIFO delivery of data. We describe a new family of
> link striping algorithms that solves both problems. Our scheme
> applies to any layer that can provide multiple FIFO channels.We
> deal with variable sized packets ...

**10** FADIC: architectural synthesis applied in IC design   100%
J. Huisken , F. Welten
Proceedings of the 33rd annual conference on Design automation
conference June 1996

**11** STRIPE (poster): remote driving using limited image data  100%
Jennifer S. Kay
Conference companion on Human factors in computing systems May
1995

**12** STRIPE: remote driving using limited image data   100%
Jennifer S. Kay
Conference companion on Human factors in computing systems May
1995

**13** Situated evaluation for cooperative systems    100%
Michael Twidale , David Randall , Richard Bentley
Proceedings of the 1994 ACM conference on Computer supported
cooperative work October 1994
> This paper discusses an evaluation of the MEAD prototype, a
> multi-user interface generator tool particularly for use in the
> context of Air Traffic Control (ATC). The procedures we adopted
> took the form of opportunistic and informal evaluation sessions
> with small user groups, including Air Traffic Controllers (ATCOs).
> We argue that informal procedures are a powerful and cost
> effective method for dealing with specific evaluation issues in the
> context of CSCW but that wider issues are more pro ...

**14** Using Lookahead to reduce memory bank contention for  100%
decoupled operand references
Peter L. Bird , Richard A. Uhlig
Proceedings of the 1991 ACM/IEEE conference on Supercomputing
August 1991

**15** Building virtual worlds with the big-bang model   99%
Neville Churcher , Alan Creek
Australian symposium on Information visualisation - Volume 9
December 2001
> Visualisations implemented as virtual worlds can allow users to
> comprehend large graphs more effectively. Good 3D layout
> algorithms are an important element. ANGLE has been developed
> as a platform for experimenting with 3D force-directed layout
> algorithms. The big-bang modification is proposed as a means of

obtaining efficiently good 3D layouts for a wide range of graphs. Results are presented and compared with those from a conventional approach.

**16** Technical Papers: Learning procedural knowledge through observation        99%

Michael van Lent , John E. Laird
Proceedings of the international conference on Knowledge capture October 2001

The research presented here describes a framework that provides the necessary infrastructure to learn procedural knowledge from observation traces annotated with goal transition information. One instance of a learning-by-observation system, called KnoMic (Knowledge Mimic), is developed within this framework and evaluated in a complex domain. This evaluation demonstrates that learning by observation can acquire procedural knowledge and can acquire that knowledge more efficiently than standard kno ...

**17** The packer filter: an efficient mechanism for user-level network code   99%

J. Mogul , R. Rashid , M. Accetta
ACM SIGOPS Operating Systems Review , Proceedings of the eleventh ACM Symposium on Operating systems principles November 1987
Volume 21 Issue 5

Code to implement network protocols can be either inside the kernel of an operating system or in user-level processes. Kernel-resident code is hard to develop, debug, and maintain, but user-level implementations typically incur significant overhead and perform poorly.The performance of user-level network code depends on the mechanism used to demultiplex received packets. Demultiplexing in a user-level process increases the rate of context switches and system calls, resulting in p ...

**18** A VLIW architecture for a trace scheduling compiler        99%
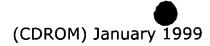
Robert P. Colwell , Robert P. Nix , John J. O'Donnell , David B. Papworth , Paul K. Rodman
Proceedings of the second international conference on Architectual support for programming languages and operating systems October 1987

**19** Sun MPII/O: efficient I/O for parallel applications        99%

Len Wisniewski , Brad Smisloff , Nils Nieuwejaar
Proceedings of the 1999 ACM/IEEE conference on Supercomputing

(CDROM) January 1999

**20** Comparing design options for allocating communication media    99%
in cooperative safety-critical contexts: a method and a case
study
Robert Fields , Fabio Paternò , Carmen Santoro , Sophie Tahmassebi
ACM Transactions on Computer-Human Interaction (TOCHI)
December 1999
Volume 6 Issue 4

In this article we present a method for evaluating and comparing
design options for allocating communication media. The method
pays particular attention to how such options support cooperation
in an interactive safety-critical system. The comparison is
performed using three sets of criteria based on task performance,
analysis of user deviations and consequent hazards, and
coordination. The explicit emphasis on hazards and
communication issues, using actual tasks to guide the evaluation,
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Journal or Magazine = **JNL**   Conference = **CNF**   Standard = **STD**

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1 **An ASIC RISC-based I/O processor for computer applications**
*Cates, R.L.; Farrell, J.J., III;*
Euro ASIC '90 , 29 May-1 Jun 1990
Page(s): 50 -55

[Abstract]   [PDF Full-Text (484 KB)] **IEEE CNF**

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2 **Supporting insertions and deletions in striped parallel filesystems**
*Johnson, T.;*
Parallel Processing Symposium, 1993., Proceedings of Seventh
International , 13-16 Apr 1993
Page(s): 425 -433

[Abstract]   [PDF Full-Text (680 KB)] **IEEE CNF**

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3 **Next generation PET data acquisition architectures**
*Jones, W.F.; Reed, J.H.; Everman, J.L.; Young, J.W.; Seese, R.D.;*
Nuclear Science Symposium, 1996. Conference Record., 1996 IEEE ,
Volume: 2 , 2-9 Nov 1996
Page(s): 1265 -1269 vol.2

[Abstract]   [PDF Full-Text (576 KB)] **IEEE CNF**

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4 **Next generation PET data acquisition architectures**
*Jones, W.F.; Reed, J.H.; Everman, J.L.; Young, J.W.; Seese, R.D.;*
Nuclear Science, IEEE Transactions on , Volume: 44 Issue: 3 , Jun
1997

⬤ ⬤

1997
Page(s): 1202 -1207

[Abstract]  [PDF Full-Text (644 KB)] **IEEE JRN**

5 **A 2000-MOPS embedded RISC processor with a Rambus DRAM controller**

*Suzuki, K.; Daito, M.; Inoue, T.; Nadehara, K.; Nomura, M.; Mizuno, M.; Iima, T.; Sato, S.; Fukuda, T.; Arai, T.; Kuroda, I.; Yamashina, M.;*

Solid-State Circuits, IEEE Journal of , Volume: 34 Issue: 7 , Jul 1999
Page(s): 1010 -1021

[Abstract]  [PDF Full-Text (512 KB)] **IEEE JRN**

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